

Star Wars Galaxies Trading Card Game Scenario

Nightsister Roundup

Nandina roams the forests of Dathomir with her pet rancor Gorvo on a roaring rampage of revenge. Return her to the chamber of banishment.



Through a series of contacts, you discover that the Singing Mountain Clan elders are looking for someone to take on a special mission. Traveling to Dathomir, you meet with Arch Witch Azzenaj. 'The Sisters are the only force on Dathomir that keeps the Nightsisters in check,' she says.

'One of the evil witches has become a serious threat,' continues Azzenaj. The Nightsister called Nandina escaped from the chamber of banishment. She was responsible for a recent attempt on my life, but I used the Force to mask my life signs so that her assassin thought I had perished.'

'Nandina roams Dathomir with her pet rancor Gorvo on a roaring rampage of revenge,' says the Arch Witch. 'You must return Nandina to the chamber of banishment.'

You leave Azzenaj to search for Nandina. You're visiting the Science Outpost when someone runs in screaming, 'The witch and her beast destroyed everything!' When it's determined that the hysterical citizen is from a nearby camp, you head in that direction.

When you arrive, Nandina is riding her rancor and the beast is throwing a swoop into a building with a huge crash. Bodies litter the ground.

'Nandina!' you shout. Her head whips around and her eyes glare. 'I come from Singing Mountain to banish you!'

'The Arch Witch is dead!' she cries. 'They have no leader!'

'Azenaj lives,' you say. 'She deceived your assassin with the Force.'

'Nooo!' cries Nandina, in a rage. She spurs her rancor to attack.



Her rage finally spent, Nandina collapses to the ground in defeat. You have no trouble returning her and her rancor pet to the chamber of banishment, where Azenaj meets you. 'You have performed a valuable service,' she says.

